



FIG. 1

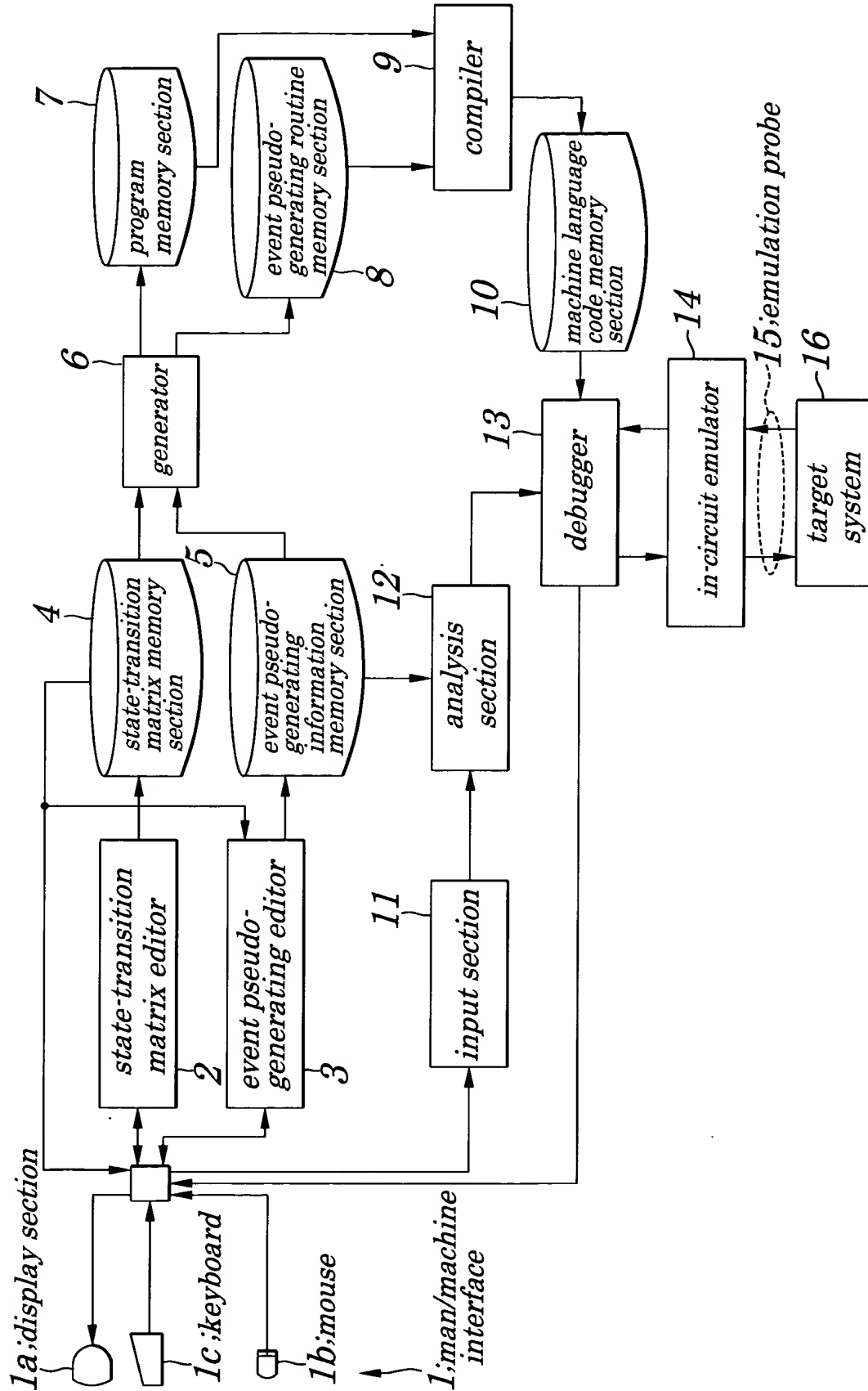




FIG.2

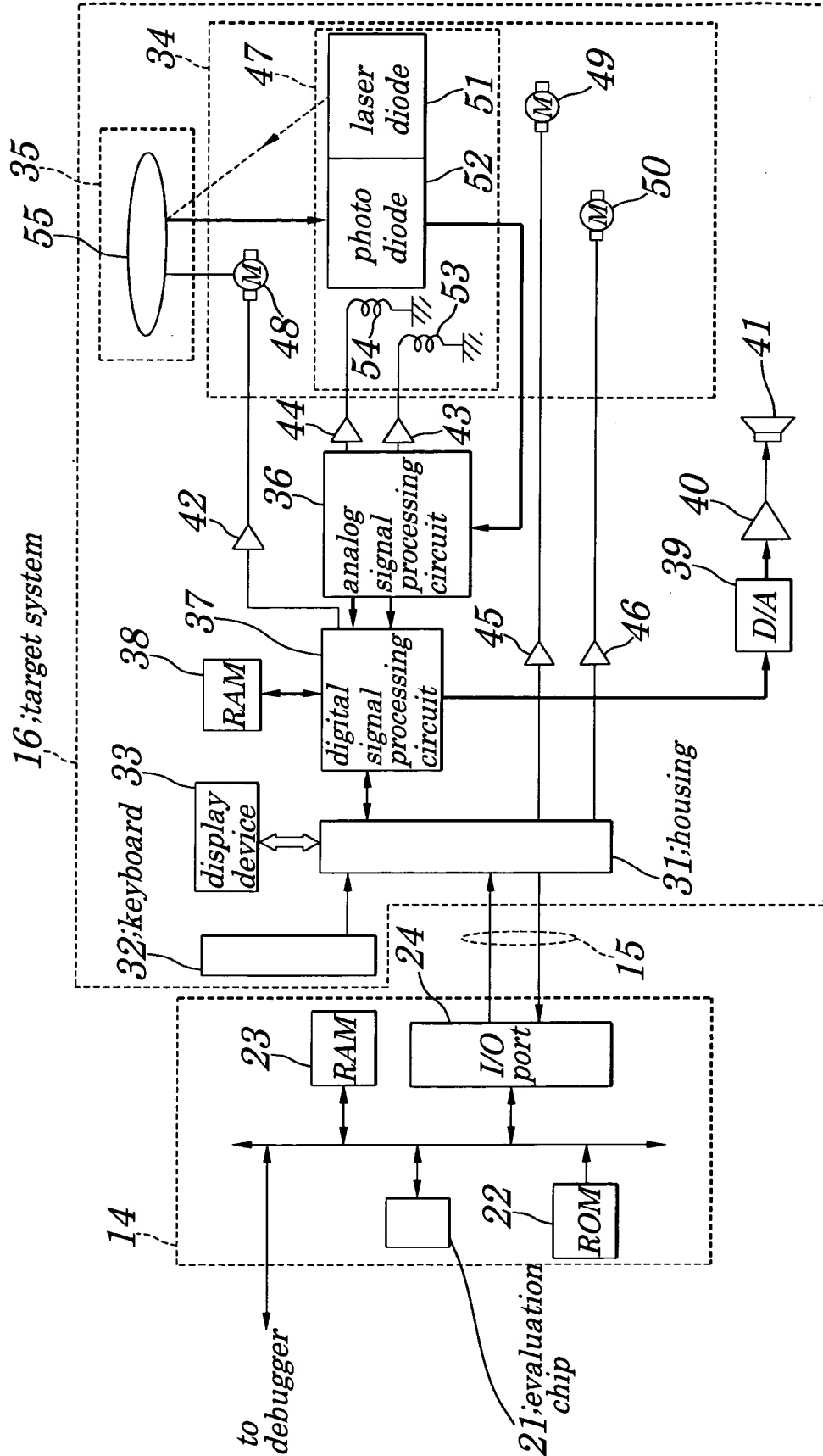




FIG.3

		stopping	tray opening	TOC reading	time code displaying	moving to first music	moving to second music	reproducing
	S E	1	2	3	4	5	6	7
tray key input		T motor: clockwise ON	T motor: counterclockwise ON ⇒	×	×	×	×	×
S1:OFF→ON		T motor: OFF ⇒ tray opening	/	×	×	×	×	×
S1:OFF→ON		/	T motor:OFF F motor:ON TOC reading ⇒ TOC reading	/	/	/	/	/
TOC input	OK	/	/	F motor:OFF time code display ⇒ time code displaying	/	/	/	/
	NG	/	/	F motor:OFF ⇒ stopping	/	/	/	/
search key input		/	/	/	F motor:ON search process to first music ⇒ moving to first music	search process to second music ⇒ moving to second music	×	×
play key input		/	×	×	×	×	reproducing process ⇒ reproducing	/
stop key input		/	/	/	×	×	×	F motor:OFF stopping process ⇒ stopping



FIG.4

```
rcv_msg(ReceiveEvent, KEY_MSG);  
if(ReceiveEvent == PLAY_KEY)  
{  
    reproducing process  
}  
else if(ReceiveEvent == STOP_KEY)  
{  
    stopping process  
}
```

FIG.5

```
if(FakeEvent == EVENT_KEY_PLAY)  
{  
    SendEvent = PLAY_KEY;  
    snd_msg(KEY_MSG, SendEvent);  
}  
else if(FakeEvent == EVENT_KEY_STOP)  
{  
    SendEvent = STOP_KEY;  
    snd_msg(KEY_MSG, SendEvent);  
}
```



FIG.6

	stopping	tray opening	TOC reading	time code displaying	moving to first music	moving to second music	reproducing
	1	2	3	4	5	6	7
tray key input	T motor: clockwise ON	T motor: counterclockwise ON	X	X	X	X	X
S1:OFF → ON	T motor: OFF ⇒ tray opening	/	X	X	X	X	X
S1:OFF → ON	/	T motor:OFF F motor:ON TOC reading ⇒ TOC reading	/	/	/	/	/
TOC input	OK	/	F motor:OFF time code display ⇒ time code displaying	/	/	/	/
	NG	/	F motor:OFF ⇒ stopping	/	/	/	/
search key input	/	/	/	F motor:ON search process to first music ⇒ moving to first music	search process to second music ⇒ moving to second music	X	X
play key input	/	X	X	X	X	reproducing process ⇒ reproducing	/
stop key input	/	/	/	X	X	X	F motor:OFF stopping process ⇒ stopping

emulation

start finish

current state

moving to second music



FIG. 7

